

IN THE CLAIMS:

1. (original) Game playing apparatus for a plurality of players, the apparatus comprising: comparison means for comparing the performance of a task by a plurality of players and means for administering a disincentive to one or more of said players.
2. (original) Apparatus as claimed in Claim 1 further comprising at least one contact element adapted to contact a player, wherein the disincentive is a tangible disincentive in the form of injury-free pain administered via the at least one contact element.
3. (original) Apparatus as claimed in Claim 2 wherein the disincentive is a measured electric shock.
4. (currently amended) Apparatus as claimed in Claim 2 ~~or Claim 3~~ wherein at least one contact element is provided for each player.
5. (original) Apparatus for playing a competitive game between two or more players, the apparatus comprising a plurality of contact elements adapted to contact a player, a plurality of player input devices adapted to measure a player's performance of a particular physical task, comparison means for comparing the relative performance of the players at said physical task, and means for administering a measured electric shock to at least one player determined to be less capable of the physical task.
6. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 wherein the contact element comprises a handset to be held by a player.

7. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 wherein the contact element includes an electrode for administering a measured electric shock to a player.
8. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 further comprising means for setting a voltage at which an electric shock is administered.
9. (original) Apparatus as claimed in Claim 8 comprising means for enabling a user to set a voltage at which an electric shock is administered.
10. (currently amended) Apparatus as claimed in Claim 8 ~~or Claim 9~~ comprising means for automatically setting a voltage at which an electric shock is administered.
11. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 comprising a plurality of player input devices operable to be activated by a player and to provide a signal to the comparing means.
12. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 wherein the player input devices are provided on the contact elements.
13. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 wherein the apparatus includes a signal output device for indicating a start signal to the players at a start time.
14. (original) Apparatus as claimed in Claim 13 wherein the signal output device comprises a display.
15. (currently amended) Apparatus as claimed in Claim 13 ~~or Claim 14~~ wherein the signal output device comprises an audio device.

16. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 wherein the apparatus is adapted to compare reaction time of the players, wherein reaction time is defined as the time elapsed between the start time and the activation of input devices corresponding to the players.
17. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 wherein the apparatus is adapted to administer a measured electric shock to a player determined as having a longer reaction time than another player.
18. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 wherein the apparatus is be adapted to determine the longest reaction time and administer a disincentive to the player having the longest reaction time via the corresponding contact element.
19. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 wherein the apparatus is be adapted to determine the shortest reaction time and administer a disincentive to the remaining players via the corresponding contact elements.
20. (currently amended) Apparatus as claimed in ~~any preceding~~ Claim 5 adapted to administer a disincentive to a plurality of players.
21. (original) A method of improving reaction time of individuals, comprising the steps of indicating a start time to a plurality of individuals; comparing reaction time of the individuals relative to one another, wherein reaction time is defined as the time elapsed between the start time and the activation of input devices corresponding to the individuals, and administering a measured electric shock to at least one individual determined to have a longer reaction time relative to at least one other individual.

22. (original) The method as claimed in Claim 21 comprising the steps of determining the longest reaction time and administering a measured electric shock to the player having the longest reaction time.
23. (currently amended) The method as claimed in Claim 21 ~~or Claim 22~~ comprising the steps of determining the shortest reaction time and administering a measured electric shock to the remaining players.
24. (currently amended) The method as claimed in Claim 21 ~~any of Claims 21 to 23~~ comprising the step of administering a measured electric shock to a plurality of players.
25. (currently amended) The method as claimed in Claim 21 ~~any of Claims 21 to 24~~ comprising the step of setting a voltage at which an electric shock is administered.